

LPS House Rules - 2012



General:

- All events require advanced RSVP. The cutoff for RSVP is 2pm on the day of the scheduled event. If you are unsure of your RSVP status, it is your responsibility to check in advance.
- Games are scheduled to begin at 5:00pm. Please arrive no later than 4:45pm so that you can sign in and receive your chips prior to the start of the tournament. Anyone who has not arrived by this time and has not called the LPS Hotline (502-252-1577) to notify that they will be late will forfeit their RSVP and that seat will become available to anyone waiting.
- If you should show up for an event for which you did not RSVP, you may only play if a previously reserved seat is vacant at the start of the tournament. No additional tables or chairs will be added to the setup to accommodate a player who did not properly RSVP.
- Seat assignments will be generated randomly. Please adhere to your assigned seat.
- No foreign chips! The only exception is one chip/coin/etc to cover your cards.
- Sunglasses and caps are welcome.
- The club Board of Directors has the authority to close, reschedule, or delay any game at any time, in the event of extenuating circumstances.
- **Treat all players with respect.**
- The club Board of Directors has the authority to remove any player at any time, for any period of time, for any violation of the rules.
- There will be no add-ons or re-buys, unless otherwise specified.
- Disputes will be handled by an available Director. The Director may consult other Directors to reach a decision. All game-affecting decisions issued at a live event are final.
- Directors, in general, are responsible for maintaining a fair game. If you suspect someone of cheating or otherwise not adhering to the rules, you should notify a Director immediately.

Event Fees:

- Unless otherwise stated, the event fee for Full Members, Junior Members, and Guests will be \$20.
- The Main Event will be an end-of-season freeroll (no buy-in) for all Full Members that attend at least one prior event. See *League Information* for more details.
- Event fees are payable in cash only. Please pay in small bills if possible.

Game Play:

- Blinds will be progressive, advancing after each round. Round times and blind levels will be posted during the tournament.
- Do not place anything on the table except for your cards, your chips, card cover, and your drink.
- **The cards speak for themselves.**
- Verbally announce your betting action – no string bets!
- Keep your cards and chips on the table in plain view. Do not arrange your chips as such to hide the true value of your stack. This includes maintaining your chips in a pile that makes it impossible to discern the total value of your chips. (Joe Heitz Rule)
- Do not bend or mark the cards.

- You are welcome to use your mobile phone, but please step away from the table during calls or texting.
- Immediately inform a Director when a player is eliminated.
- Only the English language may be spoken at the table.
- Only one player allowed to a hand.
- Unless suspected of cheating, a player is not required to show a hand that has been mucked.
- Rounds will be timed. If a hand is in play when a round ends, players involved in the hand may not leave the table until the hand is completed.
- All players must bet, check, raise or fold in turn.
- Players may not show their hole cards to other active players during a live hand, even if folded. Live cards cannot be shown to anyone, in game or otherwise. To do so will be considered a fold.
- If a player is not at their seat when it is their turn to act, the cards may be mucked immediately at the request of any player at the table.
- Unnecessarily delaying or disrupting the game will not be tolerated.
- Everyone is allowed a reasonable amount of time to make decisions. While needs for extended time for decision making are occasionally expected and allowed, any player at the table can call clock on the delaying player at their discretion. For example, “They have been thinking for over a minute now, I call clock.” Clock is 45 seconds. (Gordon Berg Rule)
- Final table will consist of the last 9 players.
- Outside of these house rules, we rely on Robert’s Rules of Poker for game play rules.

Dealing:

- You will deal during the tournaments. If you do not know how, please learn BEFORE you come!
- The dealer of each hand will be responsible for verifying all bets, raking bets into the pot, and awarding the pot to the winning player(s). No other player should be handling pot chips or other players’ mucked cards, unless the dealer request or approves another to assist. A player at the table may be chosen by general consensus of the other players to account for antes in later rounds.
- If one of the first two cards dealt are inadvertently revealed, the cards will be collected, reshuffled, and redealt. If a card is inadvertently revealed at any other point during the deal, the recipient of that card will be skipped and deal will resume with the exposed card remaining on the table. Then, once the deal is complete, the dealer will issue a card from the top of the deck to the recipient of the exposed card, and the exposed card will be used for the first burn card.
- One deck will be used per table at the start of the tournament.
- After the first table consolidation, two decks per table will be used.
- A dedicated non-player dealer, if available, will be assigned for the final table.

Prizes:

- Payout will be determined prior to the start of the game based on the number of participants. Individual prizes will be posted prior to start of play on day of tournament based on the total number of players.
- Total prize pool will be calculated by # of players X \$20, unless otherwise stated.
- The number of places paid and the split of the total prize pool will be determined by the number of players utilizing preconfigured templates for the Tournament Director application, but number of prizes awarded will never number less than 2 or more than 5.